

51. The system of claim 49 wherein the display comprises a touch screen display.

52. The system of claim 49 further comprising a processing unit for controlling the transmission of the image data to the controller.

53. The system of claim 49 wherein the image data comprises vector data.

54. The system of claim 49 wherein the image data comprises bit-mapped data.

55. The system of claim 49 wherein the graphic images comprise non-text images.

56. The system of claim 49 wherein the graphic images comprise text images and non-text images.

57. In a gaming system comprising a gaming machine including a game display, a method of displaying graphics images unrelated to the operation of the gaming machine by the use of a liquid crystal display comprising:

storing image data; and

generating the graphics images in response to the image data.

58. The method of claim 57 further comprising a controlling the transmission of the image data to the controller.

59. The method of claim 57 wherein the image data comprises vector data.

60. The method of claim 57 wherein the image data comprises bit-mapped data.

61. The method of claim 57 wherein the graphic images comprise non-text images.

62. The method of claim 57 wherein the graphic images comprise text images and non-text images.

63. The method of claim 57 wherein the display comprises a touch screen display.